

Listing of Claims:

1. (Previously presented) A method for streaming media from a streaming server to a streaming client via a transmission channel, wherein the method comprises:

receiving a first request for media from a streaming client at a streaming server;

sending a response to the received first request from the streaming server to the streaming client, the response including a plurality of error resilience levels supportable by the streaming server in sending the media to the streaming client, wherein the plurality of error resilience levels includes a first error resilience level indicating a default error resilience level of the streaming server and a second error resilience level indicating an alternative error resilience level;

receiving a second request from the streaming client at the streaming server, the second request including an error resilience level selected from the plurality of error resilience levels; and

sending the media from the streaming server to the streaming client based on the error resilience level.

2. (Canceled)

3. (Previously presented) The method of claim 1, wherein said plurality of error resilience levels are defined in accordance with a targeted highest data loss rate or a packet loss rate.

4. (Canceled)

5. (Previously presented) The method of claim 1, wherein the method further comprises:

receiving from the streaming client at the streaming server, a request for a different error resilience level; and

adapting, by the streaming server, the error resilience level of the media sent in accordance with the request.

6. (Previously presented) The method of claim 5, wherein said request is one of the following: a request for a specific error resilience level, an error resilience level increase request, or an error resilience level decrease request.

7. (Previously presented) The method of claim 1, wherein the streaming server receives from the streaming client a RTCP (RTP Control Protocol (Real-Time Streaming Protocol)) report, indicative of transmission channel errors, and wherein the streaming server decides on a different error resilience level based on the RTCP report.

8. (Canceled)

9. (Previously presented) The method of claim 1, wherein the media at the streaming server is associated with an error resilience value indicating a media content error resilience level.

10. (Previously presented) The method of claim 9, wherein said error resilience value is stored in a file format in which said media is stored.

11. (Previously presented) The method of claim 5, wherein error resilience adaptation is performed by switching the streaming server from sending a first generated stream having the error resilience level to sending a second generated stream having the different error resilience level, the different error resilience level differing from the error resilience level.

12. (Canceled)

13. (Canceled)

14. (Canceled)

15. (Previously presented) The method of claim 1, wherein sending the media uses a transmission channel at least partially implemented via a mobile communications network.

16. (Original) The method of claim 15, wherein the streaming server has an IP connection (Internet Protocol) to an IP-based network which is configured to be coupled with the mobile communications network.

17. (Previously presented) The method of claim 1, wherein said media comprises at least one of the following: a video content, an audio content, a still image, graphics, text and speech.

18. (Previously presented) A client device comprising: receiving means for receiving streaming media sent from a streaming server to the client device via a transmission channel and for receiving a plurality of error resilience levels supportable by the streaming server in streaming the media to the client device, wherein the plurality of error resilience levels includes a first error resilience level indicating a default error resilience level of the streaming server and a second error resilience level indicating an alternative error resilience level; detection means for detecting transmission channel errors; and sending means for sending an error resilience selection from the received plurality of error resilience levels to the streaming server.

19. (Original) The client device of claim 18, wherein the client device is a mobile station of a cellular network.

20. (Previously presented) A streaming server comprising:

receiving means for receiving a first request for media from a streaming client and for receiving a second request from the streaming client, the second request including an error resilience level selected from a plurality of error resilience levels, wherein the plurality of error resilience levels includes a first error resilience level indicating a default error resilience level of the streaming server and a second error resilience level indicating an alternative error resilience level; and

sending means for sending a response to the first request to the streaming client, the response including the plurality of error resilience levels supportable by the streaming server in sending the media to the streaming client and for sending streaming media to the streaming client via a transmission channel based on the error resilience level.

21. (Canceled)

22. (Canceled)

23. (Canceled)

24. (Currently amended) A computer-readable ~~medium~~ memory including computer-readable ~~instructions~~ program code that, upon execution by a processor, cause a device to:

send a response to a first device requesting media, the response including a plurality of error resilience levels supportable when sending the media to the first device, wherein the plurality of error resilience levels includes a first error resilience level indicating a default error resilience level of the device and a second error resilience level indicating an alternative error resilience level;

process a second request received from the first device, the second request including an error resilience level selected from the plurality of error resilience levels; and

send the media to the first device based on the error resilience level.

25. (Currently amended) A computer-readable ~~medium~~ memory including computer-readable ~~instructions~~ program code that, upon execution by a processor, cause the processor to receive streamed media from a streaming server via a transmission channel, the ~~instructions~~ program code configured to cause a device to:

send a first request for media to a streaming server;

receive a response from the streaming server, the response including a plurality of error resilience levels supportable by the streaming server when sending the media, wherein the plurality of error resilience levels includes a first error resilience level indicating a default error resilience level of the streaming server and a second error resilience level indicating an alternative error resilience level;

send a second request to the streaming server, the second request including an error resilience level selected from the plurality of error resilience levels; and

receive the media from the streaming server based on the error resilience level.

26. (Previously presented) A method for receiving streamed media from a streaming server via a transmission channel, the method comprising:

sending a first request for media from a streaming client to a streaming server;

receiving a response from the streaming server at the streaming client, the response including a plurality of error resilience levels supportable by the streaming server when sending the media, wherein the plurality of error resilience levels includes a first error resilience level indicating a default error resilience level of the streaming server and a second error resilience level indicating an alternative error resilience level;

sending a second request from the streaming client to the streaming server, the second request including an error resilience level selected from the plurality of error resilience levels; and

receiving the media from the streaming server at the streaming client based on the error resilience level.

27. (Previously presented) The method of claim 1, wherein the error resilience level is an integer value.

28. (Previously presented) The method of claim 1, further comprising identifying a media content error resilience level from the media wherein the plurality of error resilience levels includes the identified media content error resilience level.

29. (Canceled)

30. (Previously presented) The method of claim 1, further comprising selecting a media stream to send the media from a plurality of media streams based on the error resilience level.

31. (Previously presented) The method of claim 1, further comprising, after sending the media from the streaming server to the streaming client, receiving a third request from the streaming client at the streaming server, the third request including a new error resilience level selected based on an error rate.

32. (Previously presented) The method of claim 1, further comprising, receiving a third request from the streaming client at the streaming server, the third request including a request to identify a current error resilience level.